Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (currently amended): An information processing ~~device~~system, comprising:

a detection device configured to detect living body information from a user, the
        detection device configured to provide detection data based on the detected
        information;

a manager electrically coupled to the detection device and configured to receive the
        detection data, the manager configured for managing data on feeling
        expressions of an avatar which correspond to ~~a user's conditions~~the detected
        data relating to the user, wherein said ~~managing data~~ feeling expressions
        include:

~~is selected from at least one of~~ a plurality of state conditions; and

a plurality of levels associated with each of the plurality of state conditions,
        wherein each of the feeling expressions are based on at least one of the
                plurality of state conditions and one of the plurality of levels, ~~a device~~
                ~~provided with a function of detecting information on a living body, and~~
                ~~an image input device~~;

a storage area for storing data on image displays of the avatar which correspond to the
        feeling expressions; and

a display controller for controlling the image displays of the avatars based on the data
        stored in the storage area.

2.   (currently amended): An information processing ~~device~~ system as claimed in claim 1,
        wherein the avatar exists in a virtual space constructed on a network, and the data on
        the feeling expressions ~~are~~ is set when the user enters the virtual space.

3.   (currently amended): An information processing ~~device~~ system as claimed in claim 1, wherein the data managed by the manager ~~are~~ is set in accordance with information ~~of~~ detected from the user, the information being selected from the group consisting of: heart rate and amount of perspiration. ~~at least one of living body information and variation of expressions.~~

4.   (currently amended): An information processing ~~device~~ system as claimed in claim 1, further comprising a voice controller for controlling a tone of voices uttered from the avatar based on the data stored in the storage area.

5.   (currently amended): An information processing ~~device~~ system as claimed in claim 1, wherein the manager manages the data on the feeling expressions based on a table in which ~~types of feelings~~ the state conditions and the levels thereof are associated with one another to define a packet.

6.   (currently amended): An information processing ~~device~~ system as claimed in claim 1, wherein the display controller controls a display including a motion picture of the avatar.

7.   (currently amended): An information processing method for enabling a plurality of users to participate as respective avatars in a virtual space constructed on a network and to have conversations with other users, the method comprising the steps of:

detecting image information on relating to a user;

managing data on feeling expressions of an avatar which correspond to the detected image information relating to the user ~~a user's conditions~~, wherein said managing data includes: ~~is selected from at least one of~~

a plurality of state conditions; and

a plurality of levels associated with each of the plurality of state conditions,

wherein each of the feeling expressions <u>associated with the avatar is</u>are based on at least one of the <u>plurality of state</u> conditions and one of the <u>plurality of</u> levels, an input device provided with a function of detecting information on a living body, and an image input device;

controlling storage of data on image displays of the avatar which correspond to the feeling expressions; and

controlling the image displays of the avatar based on the storage of data on the image displays.

8.   (original): An information processing method as claimed in claim 7, further comprising the step of controlling the data on the feeling expressions of the avatar based on voices uttered by the avatar.

9.   (currently amended): A recording medium in which an information processing program is stored for executing steps to enable a plurality of users to participate as respective avatars in a virtual space constructed on a network and to have conversations with other users, the information processing program comprising the steps of:

<u>detecting living body information from a user with a detection device;</u>

<u>providing detection data based on the detected living body information;</u>

managing data on feeling expressions of an avatar which correspond to a user's conditions<u>the detected living body information</u>, wherein said managing data feeling expressions <u>include:</u>

is selected from at least one of a plurality of <u>state</u> conditions and a plurality of levels associated with each <u>state</u> condition,

wherein each of the feeling expressions are based on at least one of the <u>plurality of state</u> conditions and one of the <u>plurality of</u> levels, an input device provided with a function of detecting information on a living body, and an image input device;

controlling storage of data on image displays of the avatar which correspond to the feeling expressions; and

controlling the image displays of the avatar based on the storage of data on the image displays.

10.   (currently amended): A program for executing functions in a virtual space constructed on a network in which a plurality of users participate as respective avatars and have conversations with other users, the program comprising the functions of:

a managing function for managing data ~~on~~controlling feeling expressions ~~of~~generated for an avatar ~~which~~ wherein the feeling expressions correspond to the conditions detected on the living body information of a user~~user's conditions~~, and wherein said managing data includes ~~is selected from~~ at least one ~~of a plurality of conditions~~ state condition and ~~a plurality of~~ at least two levels associated with each of the at least one state conditions, wherein each of the feeling expressions are based on at least one of the conditions and one of the levels, ~~an input device provided with a function of detecting information on a living body, and an image input device~~;

a storage control function for controlling storage of data on image displays of the avatar which correspond to the feeling expressions; and

a display control function for controlling the image displays of the avatar based on the storage of data on the image displays.

11.   (currently amended): A character device used in connection with a communication terminal device which jointly uses a virtual space with other communication terminal devices, the character device comprising:

an image input device, the device provided with a function of detecting information on a living body;

communication parts for transmitting and receiving control commands to vary at least one of expressions of the character device and voices uttered by the character device, wherein said- control commands include ~~are selected from at least~~ one of a plurality of <u>state</u> conditions and a plurality of levels associated with each <u>of the plurality of state</u> condition<u>s</u>, wherein each of the feeling expressions are based on at least one of the conditions and one of the levels, ~~a device provided with a function of detecting information on a living body, and an image input device~~; and

a controller for respectively controlling the expressions of the character device and the voices uttered by the character device based on the control commands received by the character device.

12.   (original): A character device as claimed in claim 11, wherein the expressions and voices of the character device are controlled based on living body information of a user that enters the virtual space.

13.   (original): A character device as claimed in claim 12, wherein one of an image display and voices are controlled by receiving data on the character device which are associated with the living body information.

14.   (original): A character device as claimed in claim 11, wherein the expressions and voices of the character device are controlled by receiving data on variations of the user's expressions which result from communications in the virtual space.

15.   (original): A character device as claimed in claim 11, wherein the controller controls action of the character device.

16.   (previously presented): An information processing device as claimed in claim 1, wherein a walk-through environment is provided to a user in the virtual space.

17.   (previously presented): An information processing method as claimed in claim 7, wherein a walk-through environment can be controlled by a user in the virtual space.

18.   (previously presented): A recording medium as claimed in claim 9, wherein a walk-through environment can be controlled by a user in the virtual space.

19.   (previously presented): A program as claimed in claim 10, wherein a walk-through function is provided to a user in the virtual space.

20.   (previously presented): A character device as claimed in claim 11, wherein said controller respectively controls the walk function of the character device.

21.   (new): A virtual space information processing system for controlling the display of an avatar, the system comprising:

a detection device configured to collect living body information regarding a user;

a condition manager communicatively coupled to the detection device to receive the collected living body information, the condition manager configured to store a plurality of state conditions corresponding to the collected living body information wherein each of the plurality of state conditions includes a plurality of levels;

a feeling expression generated in response to one of the plurality of state conditions and one of the plurality of levels corresponding to the collected plurality living body information; and

a data storage device for storing graphical data of the avatar that correspond to the generated feeling expression.

22.   (new): A system as claimed in claim 21 further comprising a display controller generating a visually perceptible image based on the stored graphical data of the avatar.

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23.   (new): A system as claimed in claim 21, wherein the detection device is a digital camera configured to record expression information from the user.

24.   (new): A system as claimed in claim 21, wherein the detection device is an information input device configured to detect the user's pulse or perspiration.

25.   (new): A system as claimed in claim 21, wherein the condition manager includes a state table for correlating the plurality of state conditions corresponding to the collected plurality of user information with the plurality of levels.

26.   (new): A system as claimed in claim 25, wherein the state table generates a packet representative of the feeling expression.

27.   (new): A system as claimed in claim 26 further comprising:

a first terminal configured to generate a first avatar, and wherein the first terminal includes a first state table configured to generate a first packet representative of a first feeling expression;

a second terminal communicatively connected to the first terminal, the second terminal configured to generate a second avatar, and wherein the second terminal includes a second state table configured to receive the first packet; and

a display controller configured to generate a visually perceptible image at the second terminal based on the first packet and the stored image data.